

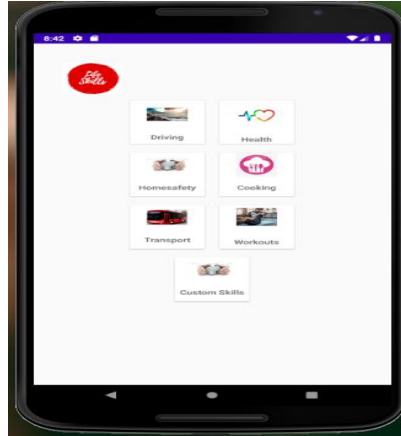
# Life Skills v2.0

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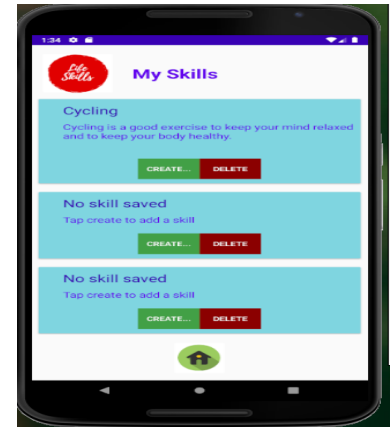
Adviser: Nick Tullock Client: Clement Sudhakar



Life Skills logo



Home page showing life skill items



My skills page creating personalized skills page

## INTRODUCTION

Mobile applications have changed the lifestyle of human beings nowadays. They help people to manage themselves in this busy world. Life Skills v2.0 is a mobile application with the intention of helping people and making their life simpler.

The app focuses on young adults and immigrants such as international students in New Zealand to gear up their lives when adjusting to a new situation. The app is developed to provide basic life skills information that they may come across while trying to manage themselves in New Zealand.

## DEVELOPMENT

The development of Life Skills mobile application followed a waterfall life cycle model. It includes five phases, the requirement gathering, design, software development, testing, and deployment.

The app is a rebirth to an existing idea which is provided by our client. The requirements provided by the client and the requirements gathered from expected audience through a survey is the primary key which trigger to the design.

The design of life skills mobile app should be done in a way that it must be user friendly, responsive, and should provide accurate information to the user. Moreover, from the client perspective the app should look more attractive than the older version. Keeping these thoughts in mind we proposed a design to the client and got it accepted. The design was the pathway to software development for us.

Software development was the longest phase during project life cycle. The app is developed in android studio using java platform. The team followed an agile methodology for development that is, we develop, we analyse, we test, and we change any deviations happened from the requirement. The work during development was equally shared among team and we used GITLAB repository for collating the individual pieces of work done. The app has features that provide life skills information and feature to add personalized life skills. Soon after the completion of development we moved to testing.

The testing phase involved testing the app in a real environment, integration testing, and user acceptance testing. It encountered some bugs with the alignment of elements inside the app for some versions of android. We have tried to fix the bugs and we have informed the client about the unfixed errors.

The team was able to handover all the deliverables to the client within the estimated time frame. The deployment was done by handing over all the documents and the Life Skills application to the client. The client gave us the receipt of acceptance in return.

## CONCLUSION

The team was able to deploy a mobile application that can help the lives of people who are adjusting to a new lifestyle. We were able to achieve this with the help and support from our adviser and client. Furthermore, teamwork has played a great role in the successful completion of this project and we believe that the experience gained through this project will help us in our career development.